



## About GameSalad

Our mission is to enable **anyone** to engage with STEAM (Science, Technology, Engineering, Art, and Math) and learn Computer Science through video game creation!

**GameSalad Creator** allows anyone to develop their own video games with a sophisticated visual programming interface. Our cross-platform engine allows games to be played on the Web, on Android, and on iOS devices.

**GameSalad for Education** combines our world class development platform with standards aligned curriculum and assessment, enabling teachers to reinforce key computer science concepts and preparing students for any number of STEM pathways.

We want students throughout the world to have access to Computer Science regardless of age, gender, or background. GameSalad's out-of-the-box solution teaches Computer Science to K-12th grade students by allowing them to quickly and easily create their own high-quality video games. GameSalad's platform has been adopted in classrooms all over the world.

GameSalad Inc. was founded in August 2007 by Michael Agustin, Dan Treiman, Tan Tran, and Joshua Seaver. GameSalad is a privately held, venture-backed company headquartered in Austin, TX.

### About Us

GameSalad is the revolutionary game development platform that allows anyone to create the game of their dreams with a sophisticated visual programming interface. It's also the best way to introduce programming concepts, game design, and digital media creation to your students.

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Launched in 2010, GameSalad has been used by over one million aspiring game developers and has powered over 75 games that reached the top 100 in the App Store, including multiple #1 games.

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